

SPACE QUEST 1

HINTBOOK

ROGER WILLIS

IN THE
SARIEN ENCOUNTER



 SIERRA



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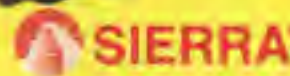


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This hint book has been specially created for the new icon-driven *Space Quest 1: The Sarien Encounter*.

All clues are written with this new interface in mind. People playing the original parser-driven *Space Quest 1* will have to type their answers to execute all the actions described in this book.

SPACE QUEST 1

ROGER WILCO™

IN THE
SARIEN ENCOUNTER



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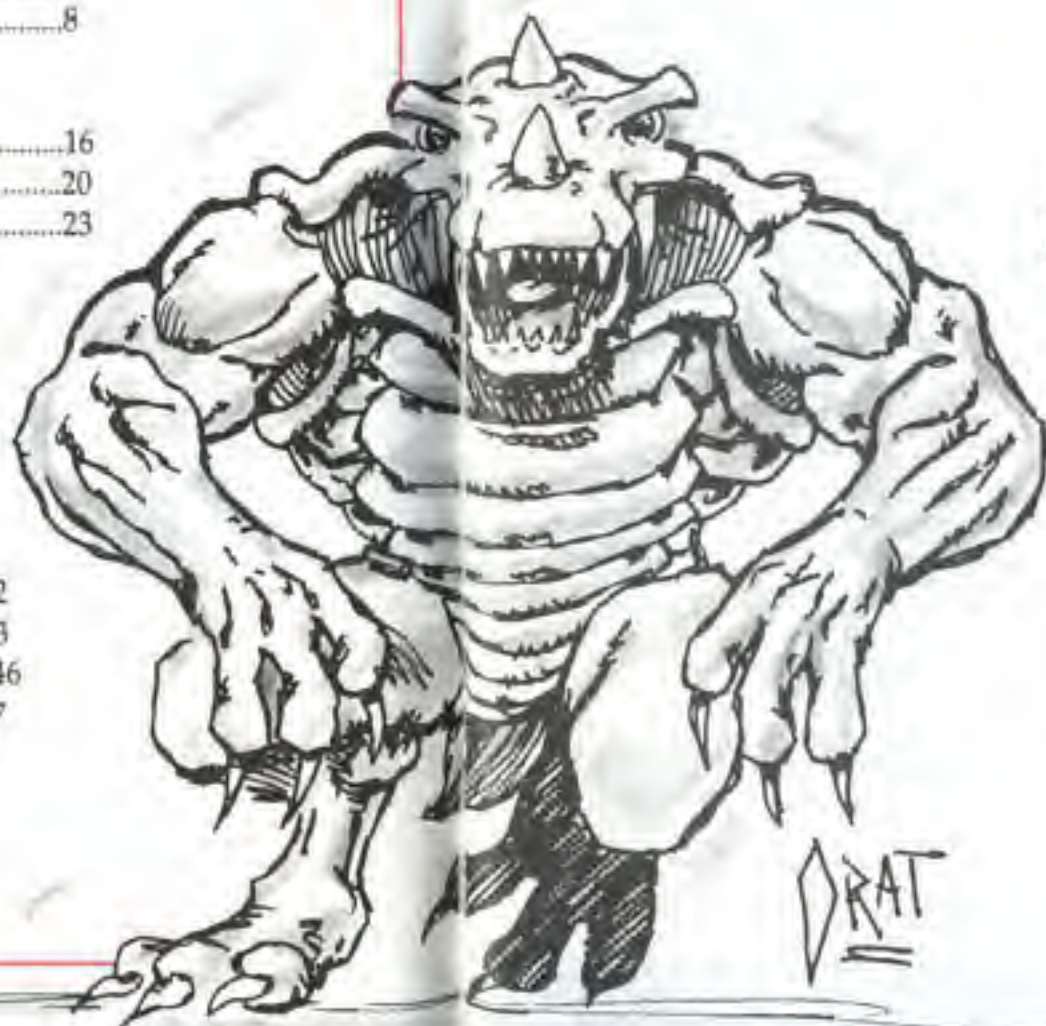
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About the Game

This is your life, Roger Wilco. As the chief (and only) sanitation engineer aboard the Xenon research vessel Arcada, the pressing duties and ponderous responsibilities of your job can be overwhelming. Burning questions such as: "Should I dust or vacuum first?" take their toll on your intellectual and emotional strength. It is on just such a decision-filled day that, finding yourself in need of rest, you seek out the relative peace and quiet of the ship's broom closet.

But fate has other plans for you, Roger Wilco—the Sarians, acting on commands from the nefarious Sludge Vohaul, have captured the ship and stolen the super-secret research project, the Star Generator. Used responsibly, this powerful machine can change an otherwise lifeless planet into a raging ball of flame. It could then replace the ancient, dying sun of the Eamon solar system, of which your home planet, Xenon is a part. In the wrong hands, however, it is the ultimate weapon of destruction.

Now it's up to you to escape your doomed ship and find the Star Generator before the Sarians can turn its power to death and destruction, including the destruction of your home planet. If you fail, death will be your only reward, but if you succeed, you will be renowned as the Hero of Xenon.

About this Hint Book

Think of this book as your complete guide to *Space Quest I: Roger Wilco in the Sarien Encounter*. It's designed to help you out of tough spots and lead you into game areas you might not have explored thoroughly.

How to Use this Book

This book contains every answer to every puzzle in *Space Quest I*. How you go about using it can be very important to the quality of your gaming experience.

The answers to the hint questions are arranged to reveal a little bit of each puzzle solution each time you uncover one. The starred(*) answer is a

sequence of steps to accomplishing the needed tasks and should only be read if you do not understand how to go about solving the puzzle after reading all the other answers.

Example:

I'm in the kitchen, and I need to make a bologna sandwich. What should I do now?

- You'll need bread, bologna, cheese, mayonnaise and a knife.
- Most of this stuff can be found in the cupboard.
- Most of the rest is in the refrigerator.
- The knife is in the drawer.
- * Take out two slices of bread and spread them with condiments.

Place the meat and cheese on one piece and cover with the second piece, being sure to face the mayonnaise side down. It would be helpful to have a plate and a napkin handy, too.

You get the idea, right?

The 'Right' Way vs The 'Wrong' Way to use a hint book.

It's possible to read all the answers to a hint question at the same time. This will give you the solution to the puzzle without any need on your part to figure anything out. Easy, but ultimately unsatisfying. We don't recommend this method.

The other way of using a hint book is to reveal only one answer at a time and try to figure out the solution on your own, only looking at the next answer down when you're genuinely stuck. This method is a bit more challenging, but it will increase your enjoyment of the game.

After You've Finished the Game

The last section of this book contains a points list for the game. If you've played through and want to see what you might have missed, take a look.



Note to Beginning Adventurers

If you've never played a Sierra 3-D Animated Adventure Game, here are some tips to help you get started:

- 1) Remember to save your game frequently, especially whenever you're about to try something that could be risky. If you mess up, you can restore to your previous position and try something different. Your game manual has more details on saving and restoring games.
- 2) Pay attention. Look at everything and talk to everyone. Pick up anything that's not nailed down. You never know where you might pick up a valuable object or clue.
- 3) Try anything. Anything you try might be the solution to a game situation. Just remember to save first (see 1, above).
- 4) Last and most important: Have fun!

My Exploits as a Space Hero or, How I Learned to Stop Thinking and Love the Space Quest Series by Roger Wilco

Let's face it - there aren't many guys who have risen from the lower levels of sanitation engineering to the prominent position of galactic hero, but if I do say so myself, I've handled my fame well.

I started out my career in *Space Quest I: The Sarien Encounter* with a highly responsible position in the custodial department aboard the scientific research vessel, Arcada. When the ship was invaded by slimy Sariens, I singlehandedly saved the top-secret Star Generator project from being turned to destructive purposes. For that bit of daring I was awarded the Order of the Golden Mop. After that, I kind of thought my life would get back to normal again, but little did I know that I had attracted the attention of the evil being responsible for the Sarien invasion, the large and thoroughly unpleasant Sludge Vohaul. Sludge planned a truly ghastly vengeance for my home galaxy in *Space Quest II: Vohaul's Revenge* - an

invasion of genetically engineered insurance salesman. Luckily I was able to outwit him, foil his plans and escape his asteroid stronghold in one piece before it blew Sludge and his Sarien goons into hard vacuum.

Seeing no hope of a quick rescue, I was forced to activate the cryonic sleep chamber aboard the escape ship. When I woke up, I was being hauled in by a trash freighter, and that was the good news! The bad news was that this was *Space Quest III: The Pirates of Pestulon*, and The Two Guys From Andromeda, my game authors, had been shanghaied to a life of software slavery. It's a good thing they had me looking out for them, because after some truly hair-raising close shaves I was able to rescue them. You'd think they'd be grateful, but not these guys - they got cushy jobs at Sierra and left me to get back to Xenon on my own.

When I got there, I found myself in the middle of trouble, not to mention the middle of *Space Quest IV: Roger Wilco and the Time Rippers*. Sludge Vohaul was back, and he wanted me and the whole Space Quest series eliminated once and for all. I had to travel in time back to Space Quest I and forward as far as Space Quest XIII! Boy, was I mixed up, but I finally managed to defeat Vohaul once and for all (I hope!) and were there ever some surprises in that one!

It's been a wild and thrilling ride, and I can't wait to see where my sensational space adventures will take me next. Wherever that is, I hope you'll travel along.

Roger Wilco



General Questions

Roger moves; (pick one) a) too slow b) too fast. What can I do?

On your icon bar is a control panel icon with a slider bar. Choose it to bring up the control panel. You'll see a slider for adjusting the animation speed. If your game still runs too slowly, adjust the animation detail slider down until you find a speed and detail level you can live with.

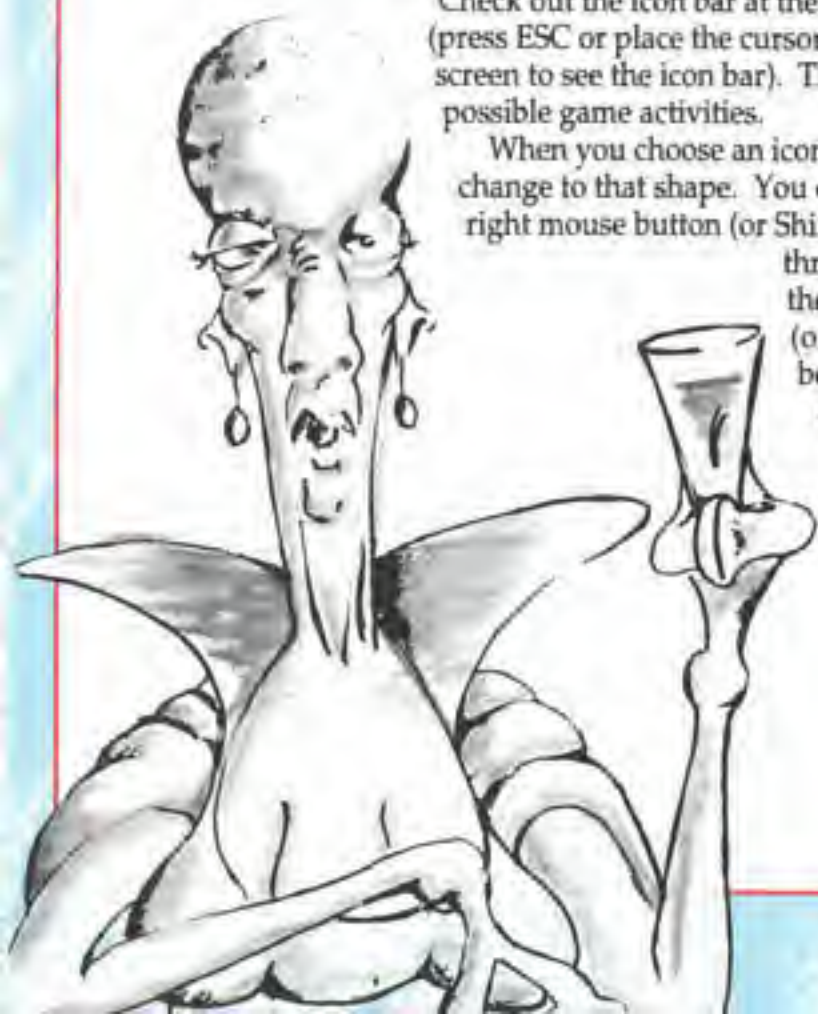
Getting around in the game

Point and click pointers

How do I look at things, talk to people, and stuff like that?

Check out the icon bar at the top of the screen (press ESC or place the cursor at the very top of the screen to see the icon bar). These icons represent all possible game activities.

When you choose an icon, the cursor will change to that shape. You can also click your right mouse button (or Shift-Click) to cycle through the cursors and the middle mouse button (or Ctrl-Click) to toggle between the walk cursor and the last other cursor used.



Example:

To talk to someone, click the talking head cursor on them;

To look at something, click the eye cursor on it.

To walk somewhere, click the walking figure cursor on that screen position.

To take action on something or someone, click the hand cursor on the person or thing. This cursor performs many different game actions. You will want to use it liberally.

Example:

To search a dead body, click the hand cursor on it; to put on a spacesuit, click the hand cursor on the suit; to press a button, click the hand cursor on the button.

To smell or taste something, choose the nose or mouth icon.

How do I get things in and out of my inventory?

To pick up an item from a game screen, click the hand cursor on it. If it's something you can take, you will now have it in your inventory. To take something out of inventory, choose the inventory icon. You will see your inventory items onscreen. To take an inventory item, click the arrow cursor on it. To look at an item, click the eye on it. To take action on an item, click the hand on it. To act on it with another inventory item, click the arrow on one item, then click that item's cursor on the other item.

To give an inventory item to someone, or to use an inventory item somewhere in the game, go to the inventory screen and use the arrow cursor to choose the item. You will now have a cursor shaped like that item. Click the item cursor on the person or place of your choice.

Example:

To shoot a Sarien with a PulseRay, click the PulseRay cursor on the Sarien.

To stop up a steam vent with a rock, click the rock cursor on the steam vent.



A Sierra Artist creates an exciting new look for an old favorite.

Evolution...

As *Space Quest I* underwent its transformation to the latest in graphic technology, it became obvious that the old cliffs and cave screens from the original needed some new touches to match the 1950's comic book flavor of the updated version. The result was this spectacular 9-screen scrolling area containing the bones of a long-extinct behemoth known to science as the Doug-o-saurus. The Orat cave, once hidden somewhere in the cliffside, is now located in the monster's huge skull.



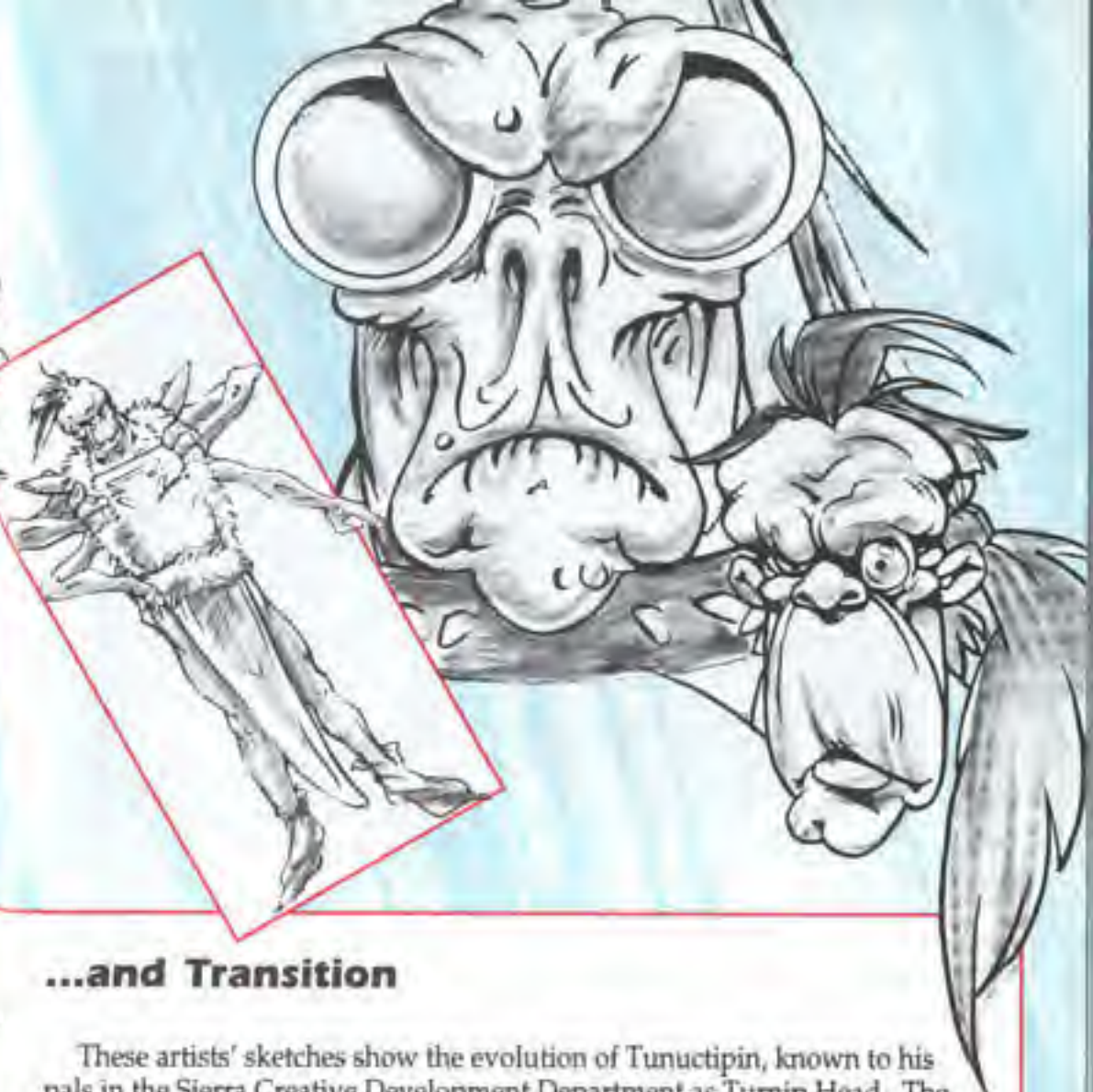
...and Metamorphosis

With the greatly increased color and resolution capabilities of today's computer systems, and the greatly enhanced expectations of today's game players, the images in the updated *Space Quest I* needed to be more dynamic and effective than ever before. Under the direction of *Space Quest I*'s Art Designer, the Sarien ship Deltaur and the Xenon research vessel Arcada took on completely new and unique personalities.



Turnabout...

A number of different approaches were tried for Tiny, *Space Quest I*'s crafty alien used-spaceship salesman, from the unquestionably menacing to the merely malevolent. When it was decided that the character should be less threatening, this suitably sociable but shrewd salesguy emerged to become the official Tiny.



...and Transition

These artists' sketches show the evolution of Tunuctipin, known to his pals in the Sierra Creative Development Department as Turnip Head. The Keronian elder is encountered by Roger in the underground generator room far beneath the arid desert of the planet Keron, where Roger has crash-landed his escape pod.



Sierra artists work on the 3-D models for the Space Quest I opening sequence.



Sierra music men consult on the Space Quest I soundtrack.



Adding a Dimension

Three-dimensional clay models were used to create some of the spectacular 3-D effects in the *Space Quest I* opening credits sequence. The models were videotaped and the video scanned into computer graphics to create the finished animation.

Music & Sound

When the original *Space Quest I* was released in 1987, original stereo soundtracks for computer adventures were still not reality. By the time the game was updated for the '90's, however, improvements in sound technology had brought about a dramatic difference. The terrific score for the new *Space Quest I* adds dimension and intensity to the game while setting just the right mood for each scene.

Game Hints

Aboard The Arcada

The Arcada is going to self-destruct! What do I do?



What's the deal with all these bodies everywhere?



No matter where I go, big ugly aliens shoot me.



What do I need from the Data Archive room, and where the heck is it, anyway?



I'm in the Star Generator room, but I don't see anything I need here.



Where's the Flight Preparation Room? What do I do there?



ame Hints

board The Arcada

The Arcada is going to self-destruct! What do I do?

- Get out the ship before it blows up. Not one thing.
- Try another, make sure you have everything you need before you leave.
- You'll need to visit several places on the ship and pick up more you'll need later.
- Don't leave the ship until you've been to the Data Archives (twice), the Star Generator main, the Central Control area and the Flight Preparation room.

What's the deal with all these bodies everywhere?

- They're dead. Jim.
- But one of them can still be of help to you.
- A dead guy named Jerry has the keycard you need to get into the special elevator downstairs.
- Go to the east side of the upper level and search the body there. Take the keycard and use it on the pylon located in the right hand wing of the central control area. That leads to the flight preparation room.
- To see a Jerry, use the hand cursor on his body. To use the keycard in the elevator use its cursor on the elevator control panel.

No matter where I go, big ugly aliens shoot me.

- It's their job.
- Some good advice: avoid the ugly aliens whenever possible.
- Whenever you hear footsteps, duck into the nearest door or behind something. When they don't see anything, they'll go away.
- In the central control area, downstairs, you'll have to be completely hidden behind the giant joystick of the giant mouse to avoid them.

What do I need from the Data Archive room, and where the heck is it, anyway?

- The Data Archive is the room to the west of the door you came out of at the beginning of the game.
- You need a data cartridge from the data storage modules.
- You can't get it until you've been to the room twice, and a wounded man comes in and gives you the code for the cartridge.
- When you have the code, sit down at the console and use the keypad to order up the cartridge, using the code found in your game documentation. A robot will retrieve it for you.
- When the robot comes back with the cartridge, don't forget to take it with you.
- Use the hand cursor on the console to see a close-up view. Use the hand cursor to enter the code on the keypad. Use the hand cursor on the cartridge to take it from the robot.

I'm in the Star Generator room, but I don't see anything I need here.

- Look harder. It's small.
- See the smashed Star Generator mounting on the floor? Look closer.
- On the left hand side of the mounting, something is sparking.
- It's a magnetic widget, used by the Sapiens to release the Star Generator from its mountings. Looks useful, doesn't it?
- Take it. It'll improve your luck later.
- Use the hand cursor on the flashing object on the left hand side of the Star Generator mounting to get the widget.

Where's the Flight Preparation Room? What do I do there?

- It's on the lowest level, east of the Central Control Area.
- The central control area is the three rooms on the lowest level of the ship. You get there by taking the elevator with the black and yellow doors.
- When you get there, take the gadget from the drawer on the North wall.
- Wear the spacers from the closet on the North wall.
- Use the hand cursor on the drawer to open it and take the gadget.



I found the door to the escape pod bay, but when I went through, I popped like a balloon!



I'm in the escape pod, but can't get it to go anywhere.



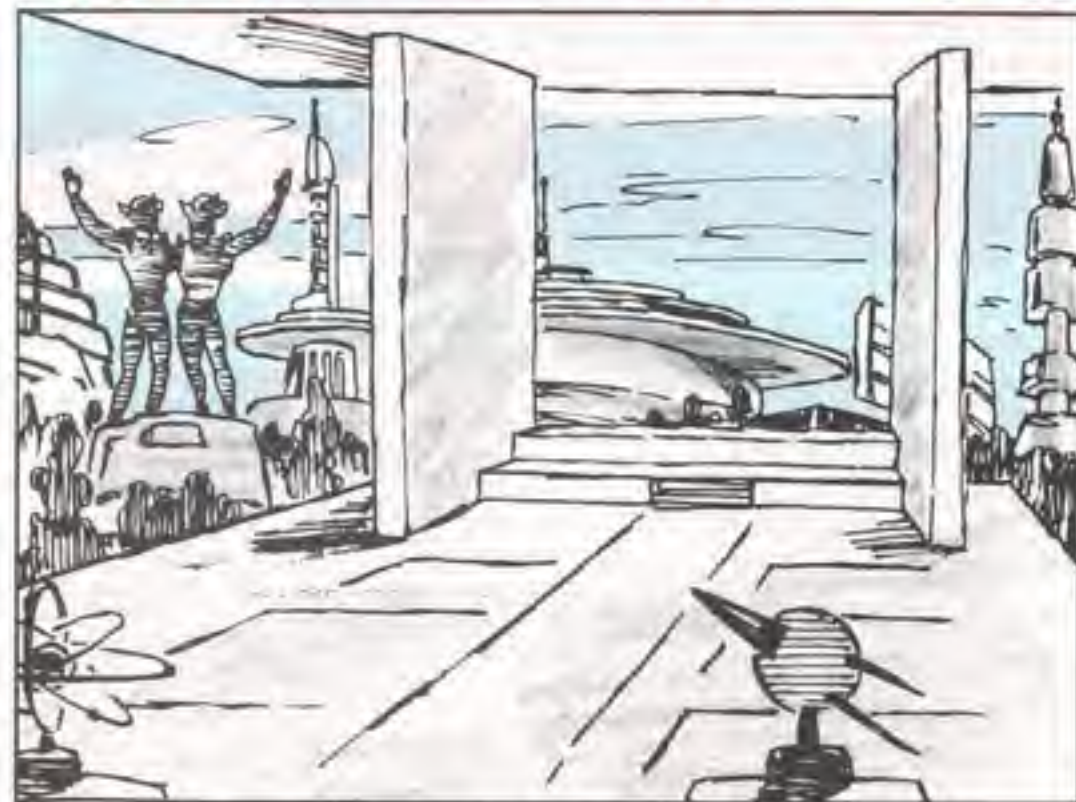
Every time I try to leave the ship, I get pulped against the bay doors. Why won't they open?



It says not to push the middle button. Should I push it anyway?



I got the escape pod to go, but then I just wandered around and got lost in space.



Preliminary sketch of the parade ground on Xenon where our Hero receives his golden mop. Our tribute to the Two Guys from Andromeda stands out as a statue in the background.

- Use the hand cursor on the closed down controls to the right of the drawer to open the floor and see the spaceship. Use the hand cursor on the spaceship to push it on.

I found the door to the escape pod bay, but when I went through, I popped like a balloon!

- I know, I hate it when that happens.
- The door is there to keep out the vacuum on the other side.
- Since you have to go out in that vacuum it might be best to put on a spacesuit.
- There's one in the closet on the North side of the room.
- Use the hand cursor on the closet door to open it and see the spacesuit. Use the hand cursor on the spacesuit to put it on.

I'm in the escape pod, but can't get it to go anywhere.

- Push the power button. Then pull back on the throttle.
- There's a bank of three buttons on your upper right. The power button is the one on the far right.
- Don't push anything until you've opened the pod bay doors.
- And lower your shields, please.
- Use the hand cursor on a button to push it. Use the hand cursor on the throttle to pull it. Use the hand cursor on yourself butt to push it on.

Every time I try to leave the ship, I get pulped against the bay doors. Why won't they open?

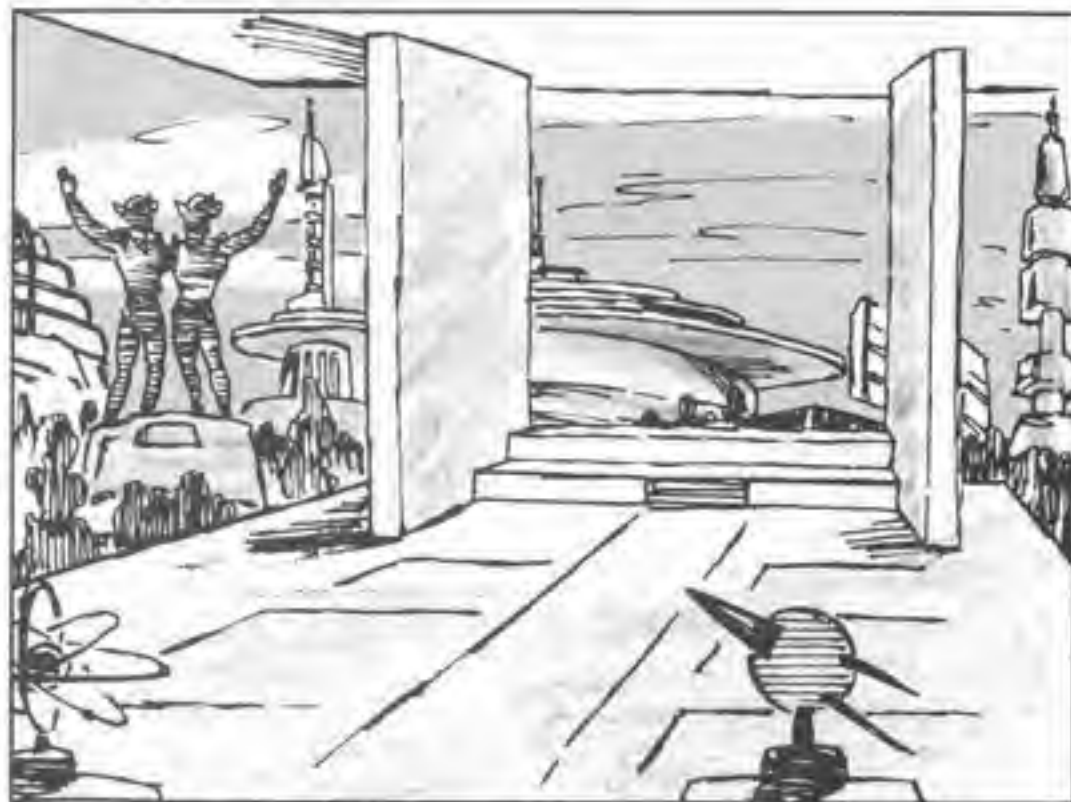
- The bay doors won't open then.
- The controls on the bay doors are in the Central Control Area.
- There are two buttons underneath the viewport that look like buttons. Look at them to get a closer view. Then push the one that says OPEN.
- Use the hand cursor on the buttons under the viewport to see a closer up view. Use the hand cursor on the OPEN to push it.

It says not to push the middle button. Should I push it anyway?

- Oh yes to you. Do you remember the time about doing what you know was bad just to do it. All right then. I was dangerously.
- And now your grown find.

I got the escape pod to go, but then I just wandered around and got lost in space.

- That's because you didn't tell the pod where you wanted it to go.
- There's a button on the panel for that purpose. It's called the AutoNav button.
- The big fat left button on the panel above your foot.
- Use the hand cursor on the AutoNav button to push it.



Preliminary sketch of the parade ground on Xenon where our Hero receives his golden mop. Our tribute to the Two Guys from Andromeda stands out as a statue in the background.

The Burning Desert On The Planet Kerona

I crash-landed in the desert. Is there anything I need to take with me from the pod?



Every time I try to walk away from the pod, something ugly eats me, and I'm getting darned tired of it.



I walked into a giant animal skull in the desert, and a big smelly monster stuffed me into my spacesuit helmet. Is this normal?



What are the weird purple plants that grow near the skeleton?



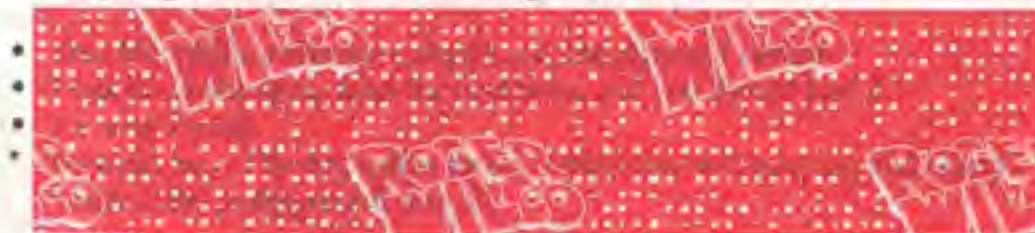
The Spider Droid keeps chasing me around the giant skeleton. Is there any way to get rid of it?



There's a broken piece of backbone on the giant skeleton. Is it safe to walk on?



Is there anything else I should know about the giant skeleton?



he Burning Desert On The Planet Kerona

I crash-landed in the desert. Is there anything I need to take with me from the pod?

- Yes.
- There's a survival kit in the pod. You'll need it.
- Get out of the pod, then take the kit from the pod doorway.
- There's also a piece of reflective glass that fell out of the windshield onto the ground when you landed. Get that, too.
- Use the hand cursor on the seat belt to exit the pod. Use the hand cursor on the kit inside the pod doorway to take it. Use the hand cursor on the piece of glass on the ground to take it.

Every time I try to walk away from the pod, something ugly eats me, and I'm getting darned tired of it.

- I don't blame you.
- Most pods in this desert lead to death by ingestion.
- The only safe ways away from the pod are East and Southeast.

I walked into a giant animal skull in the desert, and a big smelly monster stuffed me into my spacesuit helmet. Is this normal?

- For this game, yes.
- But not necessary. You have something on you that will kill the Orid before it can kill you.
- It's something in your survival kit.
- The dehydrated water is in a pressurized container. Did you see how?
- Stand behind the rocks just inside the giant skull. Open your survival kit. Take out the dehydrated water canister and throw it at the monster.
- While you're at it, take that icky little monster part that's left over after the explosion.
- Choose the inventory icon. Use the hand cursor on the survival kit to open it. Choose the dehydrated water canister icon. Use the canister icon on the Orid to throw the canister. Use the hand cursor on the Orid part to take it.

What are the weird purple plants that grow near the skeleton?

- Weird, purple, smelly and sticky, that's what.
- Also useful. Take a sample. It might just save your life later.
- Use the hand cursor on top of the purple plants to take a sample.

The Spider Droid keeps chasing me around the giant skeleton. Is there any way to get rid of it?

- A sample of my anatomy.
- You can drop something over, or let something over your head and it'll get you.
- Use the Spider Droid to chase you to the neckbone of the giant skeleton. Then you can walk up and the spider. Grab the loose piece of bone on the spine. Throw it into the Spider Droid's mouth with the hand cursor coming out of the other side. Feed the bone down your stomach.
- A better way is to get the Spider Droid to come into our skull. Then hide behind the big rock wall and the Orid should eat it.
- Use the hand cursor on the bone hole to drop it in the Spider Droid.

There's a broken piece of backbone on the giant skeleton. Is it safe to walk on?

- Yes.
- It will support your weight if you know what you're doing.
- It's a good place to cross over. You're dead.
- It's not necessary to cross directly over the bone.

Is there anything else I should know about the giant skeleton?

- Yes. It contains a secret entrance to an underground cavern.
- Walk down the spine from the neckbone, and you should find it.
- It's not the rail.
- Between two of the big spider droids is a place that will open up and drop you into the underground cavern.

The big alien head sent me back to the surface, but I can't find the Orat he's talking about.



I found the Orat, but then he found me. Now I'm dead.



One of a number of alien bimbettes designed for the bar scene. This particular sketch fantasied aspects of alien anatomy that we felt had been overused, so it was de-emphasized in the final version. Ultimately the close up of the bimette was never used.



Kerona - Underground

I fell into this underground room with a grate in the floor, and there's a monster under the grate, and it looks hungry.



How do I get on the other side of the strange glowing door?



What's the pool of green stuff?



The big alien head sent me back to the surface, but I can't find the Orat he's talking about.

- You're not looking hard.
- If you were an Orat, where would you live?
- The Orat lives in the giant skull in the desert.

I found the Orat, but then he found me. Now I'm dead.

- I never said being a hero would be easy.
- See the note about the giant skull and the big smelly monster that scares you from your spaceship helmet.
- And there's more.

One of a number of alien bimbettes designed for the bar scene. This particular sketch fantasied aspects of alien anatomy that we felt had been overused, so it was de-emphasized in the final version. Ultimately the close up of the bimchette was never used.



erona - Underground

I fell into this underground room with a grate in the floor, and there's a monster under the grate, and it looks hungry.

- It is. I don't advise going near it.
- You say you have to go near it to get past the grate? That is too bad. Maybe you have something it would like.
- Does it look vegetarian?
- Give it the piece of purple plant you picked up in the desert.
- If you didn't pick up a piece of purple plant in the desert, check out the big pointy rock in the room to the east. Someone used some of the sticky plant to glue the rock together.
- Use the wand cursor on either the plant in the desert or the piece of plant on the rock to take a sample. Use the plant cursor on the grate monster to throw it a piece.

How do I get on the other side of the strange glowing door?

- See that sharp vent near the door? The door works on steam pressure.
- If you could plug up the vent, the resulting pressure might open the door.
- What have you seen down here that might fit into that hole?
- Near the shaft you fell out of, there's a large pointy rock. Break off the top and put it in the vent.
- Use the wand cursor on the top of the pointy rock to break off the top piece. Use the rock cursor on the steam vent to put the rock in the vent.

What's the pool of green stuff?

- It's not lime Kool-Aid.
- It is foul-smelling, horrid, awful, flesh-eating green acid.
- Don't touch it unless you've just saved your game and want a few laughs.

There's more of that green stuff dripping from the ceiling. I get the feeling that's not good.



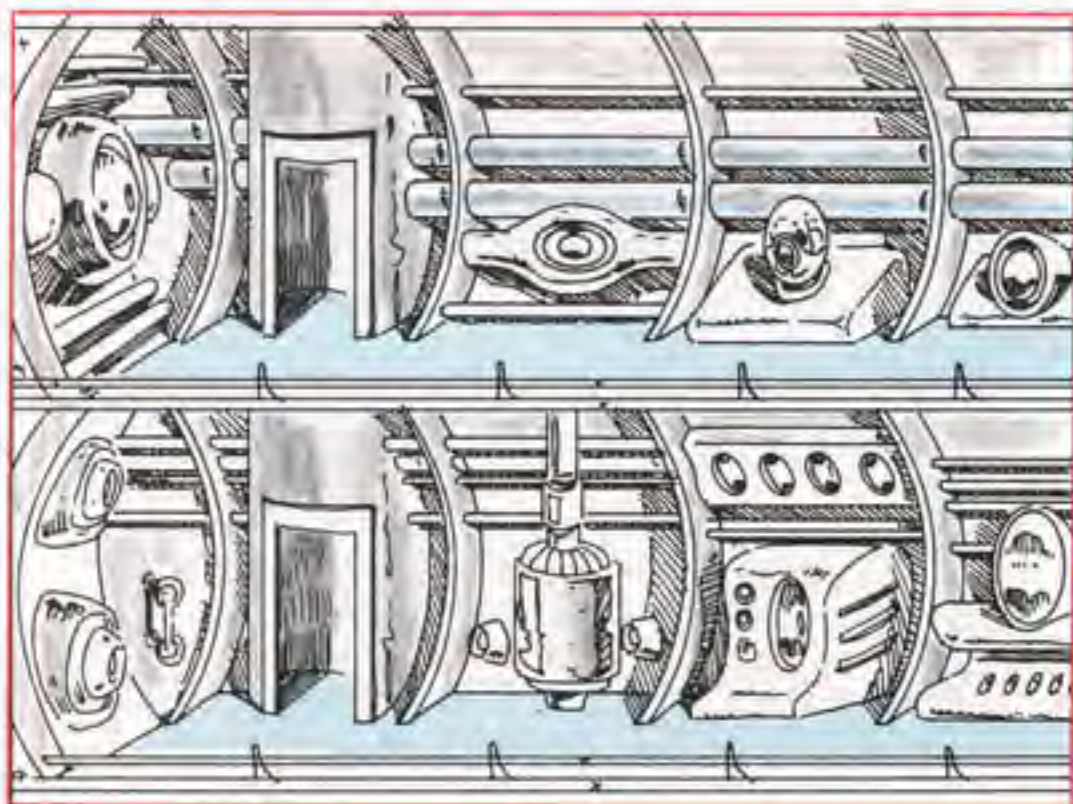
There's a big alien head talking to me, and I can't understand a word it's saying.



I'm in the steam generator room. Is there anything I need here?



That skimmer ride was a real killer!



Preliminary sketch from the Deltaur - we attempted to capture the '50's spaceship interior look - with lots of conduits and gauges and exposed hardware - reminiscent of E.C. Comics™.

There's more of that green stuff dripping from the ceiling. I get the feeling that's not good.

- No, it's just the amount it reaches you.
- Then it could be a definite problem.
- Go up to save your game. Then only step in the places where the acid doesn't fall.
- See those holes the acid has worn in the path? Save your game, then step above, below or beyond the holes to avoid the acid, saving again when you make progress. The drops are timed randomly, so there's no particular pattern to the way they fall. If you can't see the holes in the ground, turn your monitor's brightness down up.

There's a big alien head talking to me, and I can't understand a word it's saying.

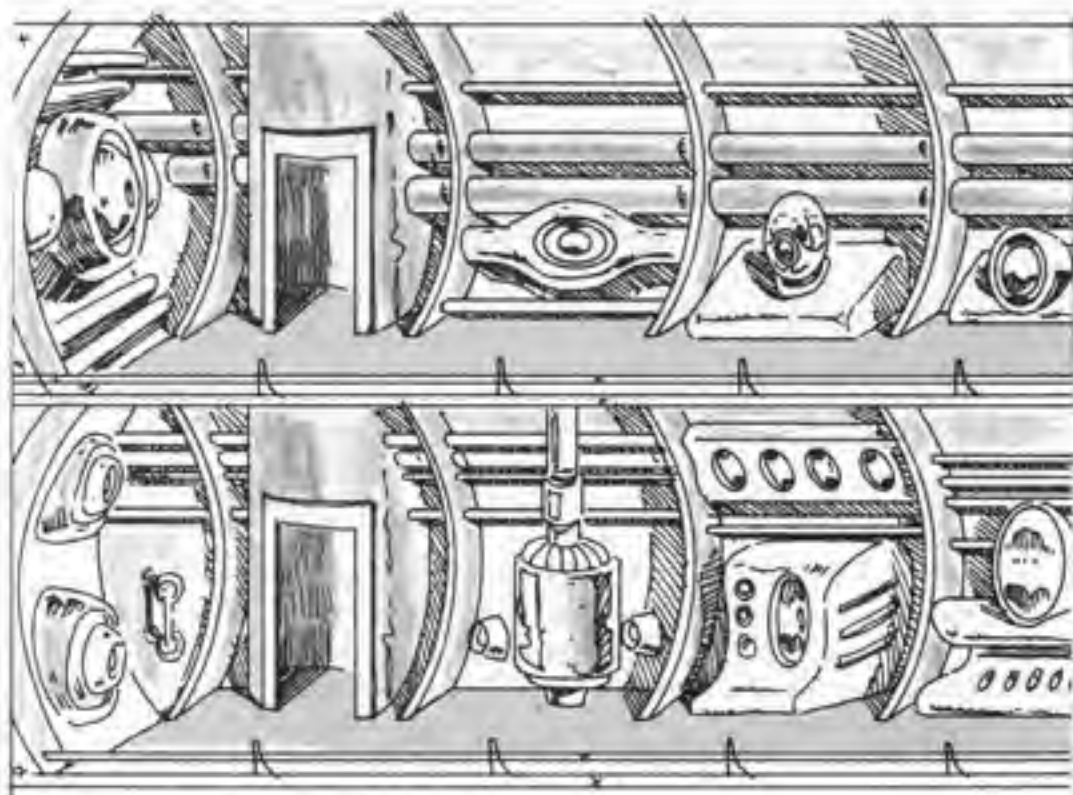
- Figure you and he can't speak the same language.
- If you only had one of those translator gadgets like they had back on the Avantis.
- Use the Flight Preparation Room.
- You do? Is it turned on?
- Turn the gadget on, but not too soon. After you get past the acid drops in the next area.
- Use the hand cursor on the gadget in your inventory to turn it on and off.

I'm in the steam generator room. Is there anything I need here?

- Well, remember how you couldn't read that data cartridge back on the Avantis?
- Maybe you could read it here - but where?
- Try the computer in the upper right corner.
- Put the data cartridge into the computer and read the message, paying special attention to the self-destruct instruction.
- Then take the skimmer they offered you and head it out of there.
- Use the multiplier cursor on the computer to read the cartridge. Use the hand cursor to take the cartridge to take it out of the computer. Use the hand cursor to the skimmer to get it out of there.

That skimmer ride was a real killer!

- Next time skip the attack sequence and enjoy the ride.
- If you need *have* to play the attack sequence, save your game first, then turn the game's speed control to the lowest possible setting. Use the arrow keys, mouse or joystick to control the skimmer's side-to-side movement. For maximum frustration, continue to save your game every time you get past a rock without damage (check the damage meter in the lower right corner of the screen).



Preliminary sketch from the Deltaur - we attempted to capture the '50's spaceship interior look - with lots of conduits and gauges and exposed hardware - reminiscent of E.C. Comics™.

Kerona - Ulence Flats

I just arrived in beautiful downtown Ulence Flats, and a guy offered to buy my skimmer. Should I sell it?



I'm in the bar. What a zoo! Is there something useful I can do here?



How can I tell how many Buckazoids I have?



I'm flat broke in Ulence Flats. Help!



I thought about investing a few Buckazoids in the slot machine, but it just toasted that little alien fella.



I came out of the bar and my skimmer was gone!



A cute, fuzzy, little brown alien wants to sell me a spaceship. Should I go with him?



Should I buy a spaceship from Tiny's?



erona - Ulence Flats

I just arrived in beautiful downtown Ulence Flats, and a guy offered to buy my skimmer. Should I sell it?

- Yes.
- But don't take his first offer.
- The second offer includes a jet pack, an item you'll find quite useful later.
- If you don't have the jet pack, you can toss off getting onto the Delta to find the Star Generator.

I'm in the bar. What a zoo! Is there something useful I can do here?

- You're in besides engaging in meaningful intellectual conversation with the other patrons?
- Several things, actually. First, relax and have a drink. Have three.
- After your third drink, you'll begin to overhear an interesting conversation. Pay special attention to what you hear, particularly the sector number that is mentioned.
- Use the till cursor on the bar tender to order drinks.

How can I tell how many Buckazoids I have?

- Look at the Buckazoids in your inventory.
- Use the eye cursor on your Buckazoids in inventory to see how many you have.

I'm flat broke in Ulence Flats. Help!

- There are a number of ways to make some money around here.
- One is to sell your skimmer to the guy who wants to buy it (just don't take his first offer).
- Another is to play your measly three Buckazoids into big bucks at the rocket bar slot machine.
- If you're even more desperate than that, you can go digging around in the dirt pile on the East side of the bar. There's usually some mighty mighty Buckazoids in there.
- Use the hand cursor on the slot machine to get a close-up view, and on the slot machine buttons to operate it. Use the hand cursor on the display to find any Buckazoids in the pile.

I thought about investing a few Buckazoids in the slot machine, but it just toasted that little alien fella.

- That's why they call it a game of chance.
- When you lose on this baby, you lose. If you take my meaning.
- That's why you should save your game before you play, and again whenever you make some money. If you lose, restore the previous game. Keep this up until you have 250 Buckazoids. Just for fun, you can play until you have 300 Buckazoids, and watch the machine blow up.
- If you had a megaword widget to attach to the machine, it would improve your luck.
- The widget was back on the Anomaly in the Star Generator Room.
- Use the hand cursor on the slot machine buttons to operate them. Use the widget cursor on the slot machine to attach the widget.

I came out of the bar and my skimmer was gone!

- This is a tough neighborhood.
- You shouldn't have left your keys in it.
- You'll need the skimmer to get a jet pack, so this might be a good time to practice your Restore Game moves.
- After arriving at Ulence Flats, use the hand cursor on the skimmer to take your keys.

A cute, fuzzy, little brown alien wants to sell me a spaceship. Should I go with him?

- Only if you think being mugged is a real risk.
- Otherwise, go West to Tiny's Used Spaceships instead.

Should I buy a spaceship from Tiny's?

- Not only should you, but you'd better if you want to get off this rock.
- Don't have either of the ships in the foreground.
- Pick one of the ships in the background.
- Not the little saucer-shaped number.
- Buy the ship with the ladder.
- Use the talk cursor on Tiny to talk to him. Use the talk cursor on a spaceship to talk to Tiny about that particular ship. After talking to Tiny about the ship, use the Buckazoid key on Tiny to buy the ship.

Tiny says I need a pilot droid. Where can I find one?



How do I know which droid to buy at Droids-B-Us?



My robot came disassembled. What do I do now?



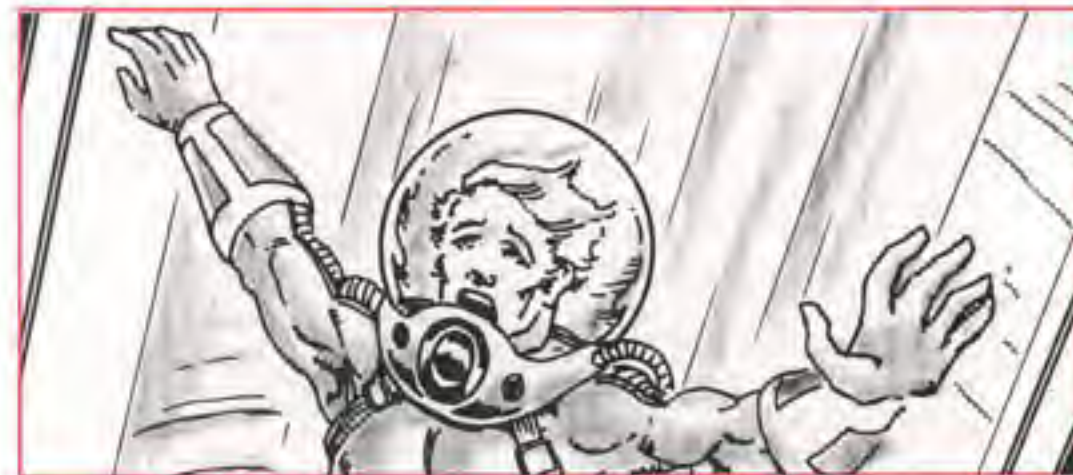
I bought a droid, but it blew up and killed me!



I've got my droid. Now what?



The droid wants to know where I want to go. Where do I want to go?



An early sketch of Roger getting in over his head as usual.

Tiny says I need a pilot droid. Where can I find one?

- Where else? Droids-B-U's!
- The salesgirl will show you a selection of his latest used droids.
- Give him your Backworld, and you're in business.
- Use the talk control on the side of the robot to talk to him. Use the eye control on the visor to see the descriptions of the available robot. Use the talk control on the robot you're interested in to hear a description. Use the Backworld control on the side of the robot to pay him.

How do I know which droid to buy at Droids-B-U's?

- What kind did Tiny tell you to get?
- Get the one the salesgirl says is good for piloting a spaceship.
- Use the NAV-201.
- Use the Backworld control on the side of the robot to hear the robot's of your choice.

My robot came disassembled. What do I do now?

- Well, not all, don't try to assemble it.
- This model is dangerous in more ways than one.
- Can your losses and go play the cards and you have proved to buy another droid.
- This time buy one that knows how to pilot a ship.

I bought a droid, but it blew up and killed me!

- This is not your lucky day, eh?
- You bought the wrong droid.
- Next time, buy the one that knows how to take a ship.

I've got my droid. Now what?

- If you haven't already bought a spaceship, go to Tiny's and buy one.
- For a better buying experience, see the hint about Tiny's.
- When you get into your ship, the droid will head itself. Sit back and let it drive.
- After you have bought the ship, use the hand cursor control to get by. The NAV-201 will head itself and take off.

The droid wants to know where I want to go. Where do I want to go?

- Remember that conversation you overheard at the Rocket Bar?
- Some guy came across the huge spaceship that was vaporizing a small planet. That sounds like something the Star Commander's could do. His power were harnessed for evil.
- Now what was the sector he mentioned seeing the ship in?
- Find the sector you overheard at the bar into the keypad, using the code from your game documentation.
- When the NAV-201 wants to know your destination, click the hand cursor on the keypad to enter the coordinates you heard in the bar, using the code found in your documentation.



An early sketch of Roger getting in over his head as usual.

The Spaceship Deltaur

How do I get into the big spaceship?



I'm in the airlock, and I can't get the inner door to open.



I'm in a room with a big trunk. Now what?



I got into the air shaft, but now I can't loosen the other vent from this side.



No matter where I go, the Sariens keep shooting me.



I found where they're keeping the Star Generator, but there's a green guy guarding it. What do I do about him?



I found the arsenal, but I can't seem to do anything there.



he Spaceship Deltaur

How do I get into the big spaceship?

- Are you wearing your jet pack?
- If you took the second option on your selection of (J)et or (F)ly, you'll have a jet pack to maneuver through space to the Deltaur.
- Fly to the door and look for the control panel.
- It's in the left of the door. Turn the handle and the door will open.
- Use the hand cursor on the door handle to open the door.

I'm in the airlock, and I can't get the inner door to open.

- No problem, it's all been taken care of.
- In a very short time a cleaning robot will come in and leave the doors open for just a moment.
- If you don't want the robot to record the alarm and get you killed, make certain the light state of the doorway where you can't see you.
- To avoid being accidentally deactivated by the robot, leave immediately after the robot comes from the room.

I'm in a room with a big trunk. Now what?

- See that air vent high on the west wall?
- Push the big lever to it and climb up to the trunk through the air vent.
- Stuck, huh? What do you have that might pry it open?
- Use the knife from your survival kit to pry open the vent.
- An alternate method is to put your knife to pry open the trunk door, wedge and wait for someone to come and move the trunk.
- Use the hand cursor on the trunk to push the bar across the room to the handle square on the trunk to open it and the hand cursor on the trunk in clockwise. Use the hand cursor on the vent to climb up on the trunk and pry the vent. Use the knife cursor on the vent to wedge it open.

I got into the air shaft, but now I can't loosen the other vent from this side.

- Did you try the knife again?
- Too bad it won't work.
- Try holding it.
- Use the hand cursor on the vent to hit it.

No matter where I go, the Sariens keep shooting me.

- It's nothing personal, really.
- They just have to shoot anyone they recognize as an alien - it's their job.
- If they didn't recognize you, they wouldn't be shooting, get it?
- If you had a Sarien uniform, you might be able to pass. There might be some uniforms in the laundry room, huh?
- Go to the laundry room. Get into the washing machine and hide.
- The laundry room can be reached through the air vent of the room with the trunk. See the hint about that room.
- Use the hand cursor on the handle of the washing machine to get inside.

I found where they're keeping the Star Generator, but there's a green guy guarding it. What do I do about him?

- You're in a position to drop something on him from up here.
- If you had a gas grenade, you could just run out of compassion and walk.
- The gas grenades are in the arsenal, where all the weapons are kept.

I found the arsenal, but I can't seem to do anything there.

- That's because you don't have an I.D. card to prove to the robot in charge that you're a Sarien in good standing.
- There is an I.D. card in the laundry room, but you obviously left without picking it up.
- Look through the wall that fell out on the floor when you climbed out of the washing machine. You'll find the I.D. there.
- Use the hand cursor on the I.D. card in the laundry room floor to pick it up. Use the I.D. cursor on the arsenal robot to show it to him.

I found the arsenal, but I can't get a gas grenade there.



I lost my helmet, and the Sarians are shooting me again.



I keep bouncing off the force field around the Star Generator.



How do I set the Star Generator to self-destruct?



The self-destruct sequence has started. How do I get out of here before I get blown to bits?



I see a spaceship - now what?



I found the arsenal, but I can't get a gas grenade there.

- Yes, you can. You just can't get one honestly.
- You'll need to get the gas grenade when the robot goes to get the PulseRay. When the arsenal robot goes away to get your PulseRay, sneak over to the other side of the counter and take one of the gas grenades.
- They're the little round things sitting on a counter on the outside wall of the store room nearest where you're standing. Hurry. Time is of the essence here.
- Don't try to take both of them - you'll waste what little time you have and get yourself shot.
- When the robot leaves the room, use the hand cursor on the left end of the countertop. When you get on the other side, use the hand cursor on one of the gas grenades, then return to this side of the counter and use the hand cursor again to close it. The faster you do this, the less chance you will be vaporized.

I lost my helmet, and the Sarians are shooting me again.

- Shoot back.
- Use your PulseRay.
- Take the PulseRay pistol from your inventory and use its cursor on the Sarien you want to shoot.

I keep bouncing off the force field around the Star Generator.

- Turn it off.
- Oh, you can't reach it to turn it off, can you? If only you had a remote control.
- Maybe the guard has one.
- Search the guard and get his remote control. Aim it at one of the force field emitters. Neat, huh?
- Use the remote control cursor on one of the emitters.

How do I set the Star Generator to self-destruct?

- There's a control panel on the front of the Star Generator pedestal.
- Take a closer look at it.
- Enter the code you got from the data cartridge.
- Start thinking about a way to get off this tub.
- Use the hand or eye cursor on the control panel on the front of the Star Generator to get a close-up view. Use the hand cursor on the keys to enter the code you got from the data cartridge when you read it on Kertma.

The self-destruct sequence has started. How do I get out of here before I get blown to bits?

- You'll need an escape ship.
- The captain has one of these for just such an emergency as this.
- The captain also has a special elevator for getting to the escape ship.
- Remember the elevator outside the laundry room that you couldn't get into earlier? Try it now. Be prepared to shoot the guard to get in.
- Use the PulseRay cursor on the guard to eliminate him. Use the hand cursor on the elevator to open it. When you arrive in the escape pod bay, use the hand cursor on the escape pod to get in and go.

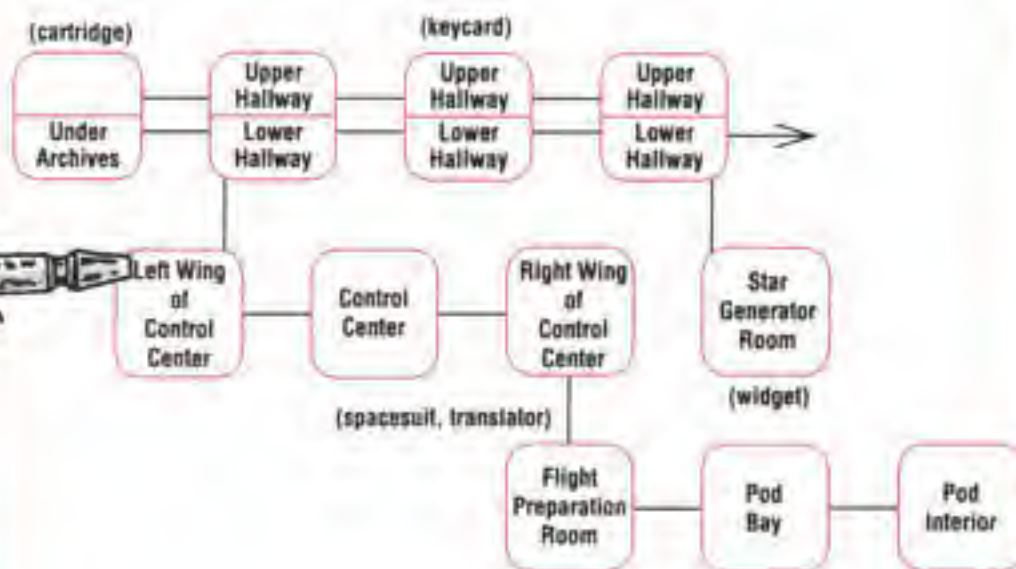
I see a spaceship - now what?

- Get into it.
- The rest is automatic.
- If you reset the star generator to self-destruct and have the data cartridge to give to the scientists back on Xenon, you're ready to go. If not, better restore and fix those little details. Now you're finally going to be a hero. Congratulations.
- Use the hand cursor on the escape pod to get in and go.

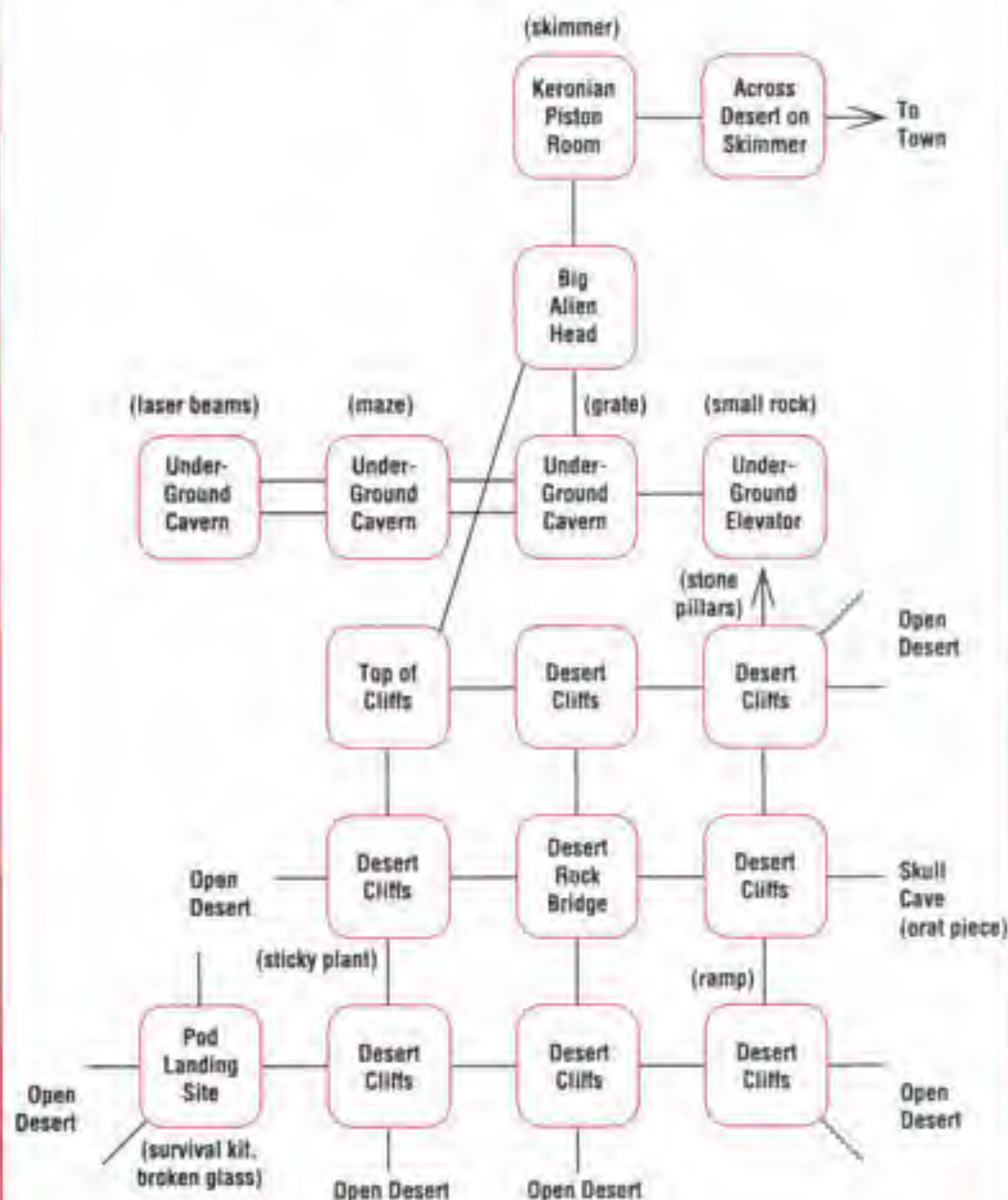
Art Designer's sketch of the new look for the Sarien bad guys.



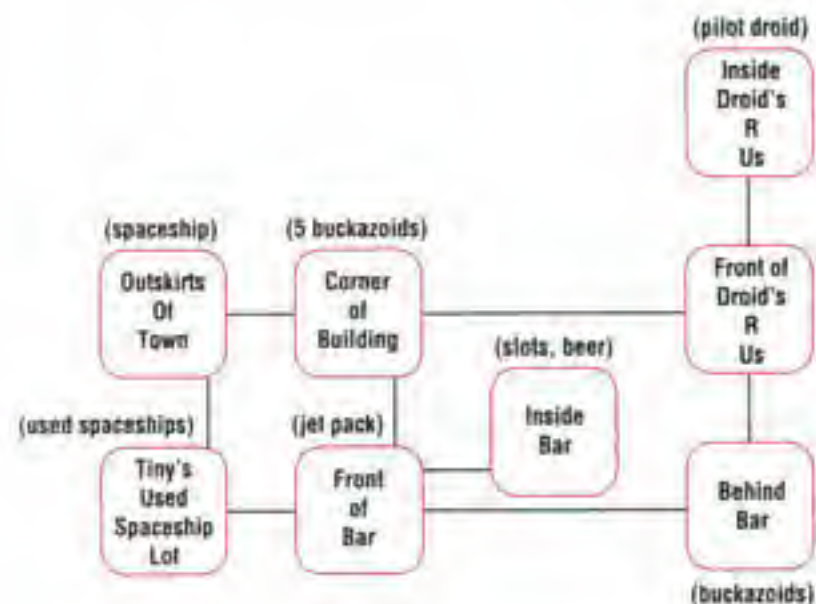
The Spaceship Arcada



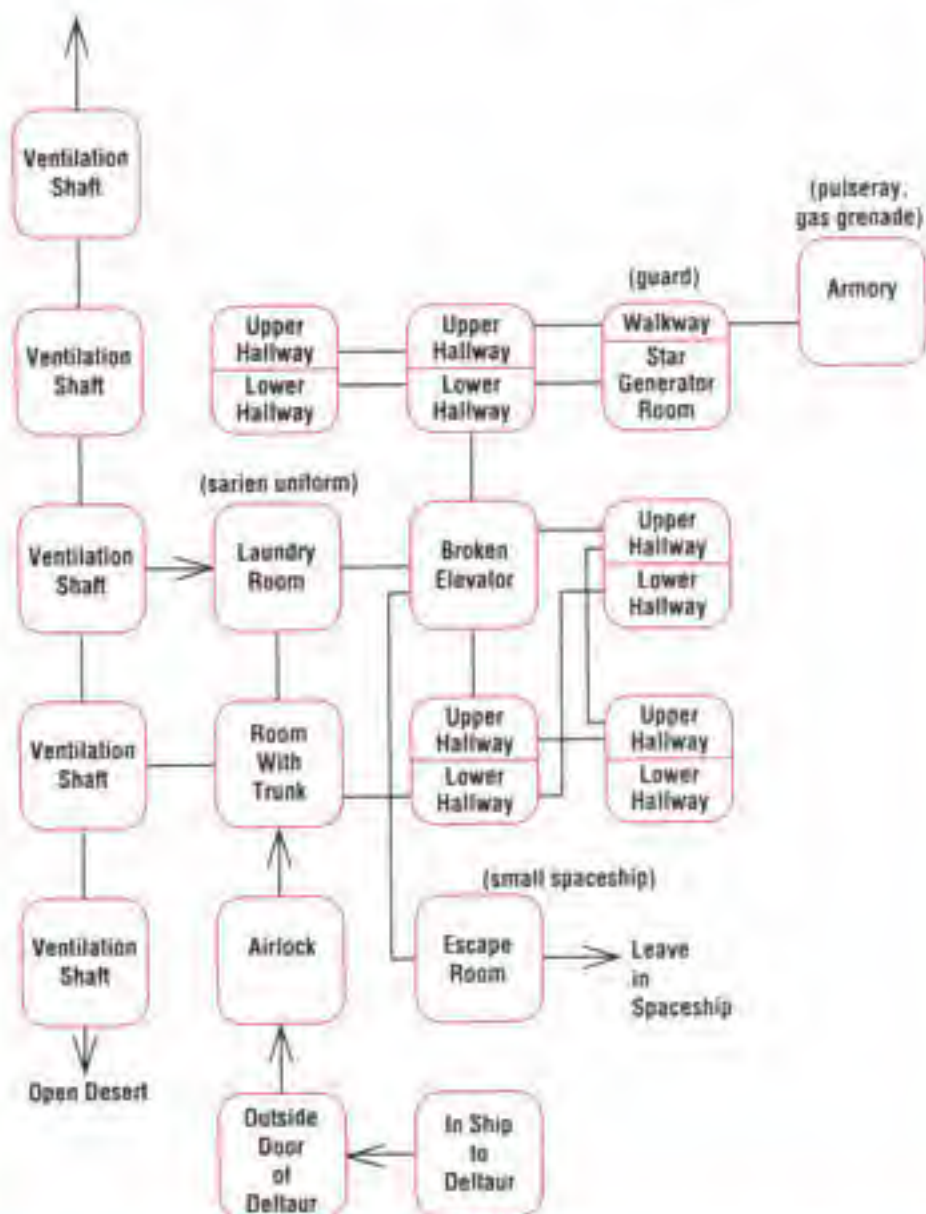
The Planet Of Kerona



The Town Of Ulence Flats



The Spaceship Deltaur



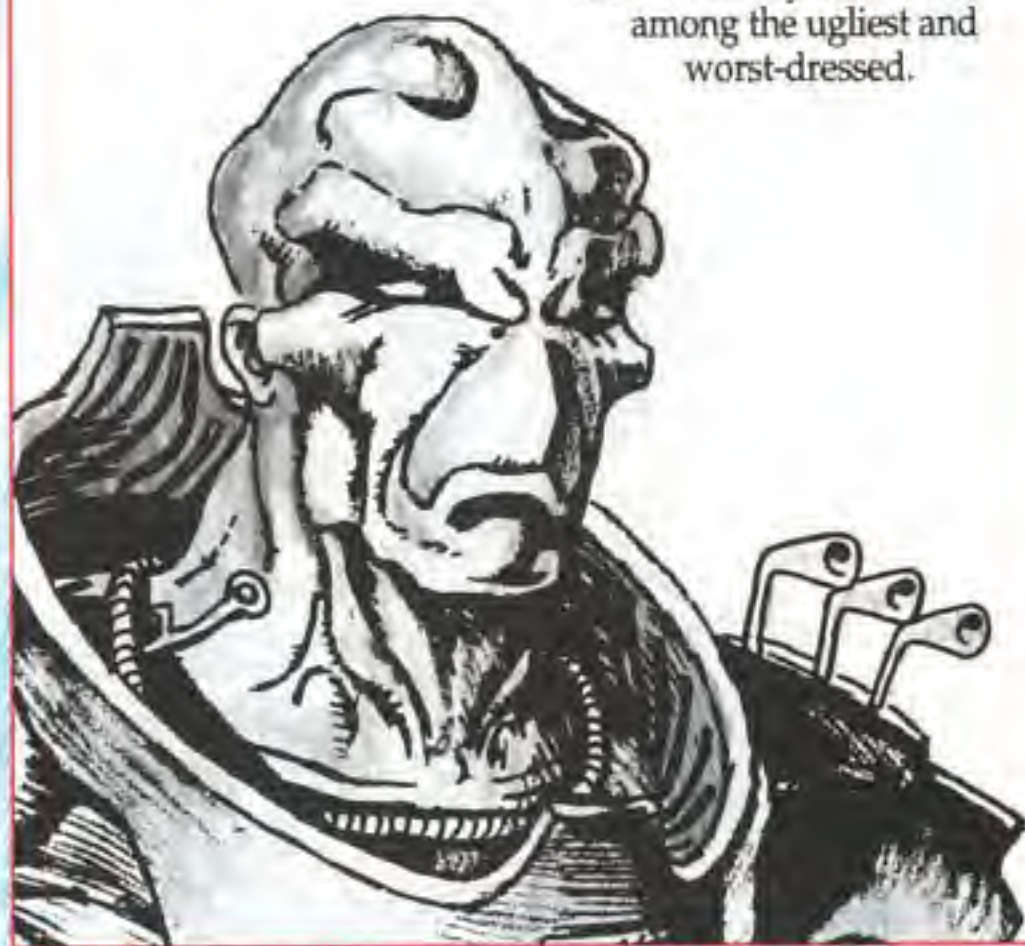
Profile: Roger Wilco

Roger Wilco's career has gone from the depths of the trash compactor to the heights of glory. From humble beginnings as a janitor (junior grade) aboard the research vessel Arcada, Roger has gone on to become one of the most admired figures in the galaxy through his exploits in the *Space Quest* series. He could be considered the ultimate overachiever, having far exceeded any reasonable expectations of his abilities. On the other hand, he might only be the luckiest sucker ever to draw breath.



Profile: The Sariens

The Sariens are the nomads of the galaxy, having buried every living thing on their homeworld under 5000 meters of fast food containers and sweepstakes mail. Without a planet to call their own, and unwelcome on everyone else's, they wander from sector to sector doing dirty deeds for anyone with the buckazoids to hire them. Although the cosmos contains a diverse spectrum of life forms, the Sariens are universally considered among the ugliest and worst-dressed.



Profile: The Keronians

At first the Keronians appear to have originated in the nightmares of Dr. Seuss, but in fact they are a gentle and studious people, keeping largely to themselves in the smattering of small towns and outposts on the planet Kerona. Legends tell of a vast Keronian civilization beneath the planet's surface, but no outsider has ever reported seeing it. Keronians are extremely suspicious of strangers in general, but there are stories of them rendering aid to lost travelers.



Objects In Space Quest I



Points List



Subjects In Space Quest I

Object	Where Found	Where Used
Twinkanoids	Always Have/Ulenae Flats	Ulenae Flats
Data Cartridge	Arcada	Kerona Underground
Keyboard	Arcada	Arcada
Widget	Arcada	Ulenae Flats
Foodies	Arcada	Kerona Underground
Survival Kit	Escape Pod	Kerona Desert
Two of Glasses	Escape Pod	Kerona Underground
Krute	Survival Kit	Deltaur
Dehydrated Water	Survival Kit	Kerona Desert
Piece of Plant	Kerona Desert	Kerona Underground
Orat Part	Kerona Desert	Kerona Underground
Piece of Rock	Kerona Underground	Kerona Underground
Skimmer Key	Ulenae Flats	Ulenae Flats
Jet Pick	Ulenae Flats	Deltaur
Coupons	Ulenae Flats	Ulenae Flats
PulseRay	Deltaur	Deltaur
Gas Grenade	Deltaur	Deltaur
Remote Control	Deltaur	Deltaur
Sensor L.I.	Deltaur	Deltaur

Points List

Item	Points
Find out name to data cartridge	1
Get cartridge	1
Get keyboard	1
Get widget	1
Open bay doors	2
Open elevator	2
Get spacesuit	2
Get gauges	2
Escape Arcada	10
Push Annodary button	2
Get survival kit	2
Get glass	2
Get sticky plant	2
Find secret door to laboratory	2
Use plant	2
Open glowing door	4
Disable laser beam	5
Get part and drop it	3
Kill spider droid	2
Kill orot	5
Get orat part	2



NOTES



Task	Points
View carriage	5
Get skimmer	10
Arrive Ueno Station	25
Use jet pack	5
Uncover active rooms	15
Use wallet vending machine	5
Buy spaceship	4
Get bread	1
Leave Ueno Station	25
Stop black moon	1
Kick your pants	1
Get Sanzen Uniform	5
Get U.D. card	2
Get gun upgrade	1
Get PulseRay pistol	1
Get guard	5
Shoot Sanzen	1
Get remote control	1
Turn off force field	1
Smash robot	10
Find escape pod	1
Escape Ueno	5

OTES



GAME CREDITS

Executive Producer:

Ken Williams

Creative Director:

Bill Davis

Directors:

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Douglas Herring

Producer:

Stuart Moulder

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Mark Crowe

Art Designer:

Douglas Herring

Lead Programmer:

Jerry Shaw

Composer:

Ken Allen

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Nathan Larsen
Arturo Sinclair
Deena Krutak
Desie Hartman
Jerry Jessurun
Russell Truelove
Diana R. Wilson

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Pablo Gheris
Dan Foy
Larry Scott
J. Mark Hood
Mark Wilden
Eric Hart
Chad Bye

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Mark Seibert
Orpheus Hanley

Space Quest I theme based
on the Original Composition by:

Mark Crowe

Additional Written Material:

Bridget McKenna
Gano Haine

Quality Assurance:

Sharon Simmons

Hintbook Design:

Gloria Garland

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To reveal the **HIDDEN** clues, place the red Adventure Window over the red patterned areas in your hint book so that the dot shows through the hole.



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How many Sierra/Dynamix games do you own? _____

Who is the primary user of these products? (check one)

☐ Male under 20 ☐ Male over 20

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Do you have children at home? If yes, check all that apply.

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Where did you purchase this product?

☐ Babbage's ☐ Egghead ☐ Software Etc.

☐ Electronic Boutique ☐ Other _____

What type of computer do you own?

(check all that apply)

☐ IBM or compatibles ☐ Amiga

☐ Color Macintosh ☐ Other _____

Do you have a modem? ☐ Yes ☐ No

MS-DOS Owners only:

What graphics card do you use?

☐ EGA/Tandy ☐ VGA/MCGA ☐ Other _____

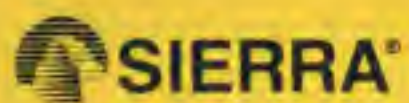
Do you own?

☐ MT-32 or LAPC-1 ☐ AdLib or Sound Blaster

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